

1 €	2 €	3 €	4 €	5 €
6 €	7 €	8 €	9 €	10 €
11 €	12 €	13 €	14 €	15 €



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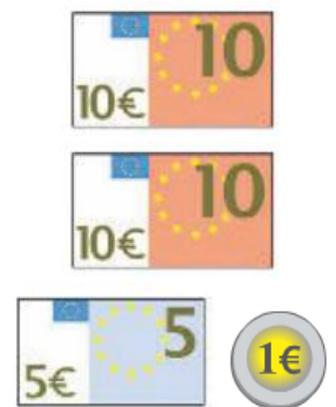
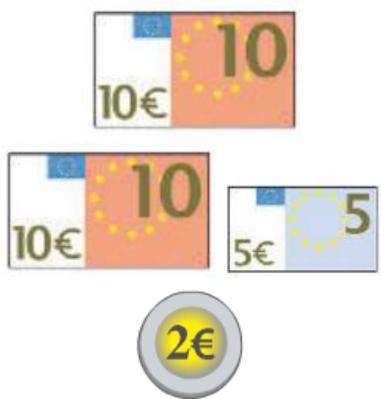
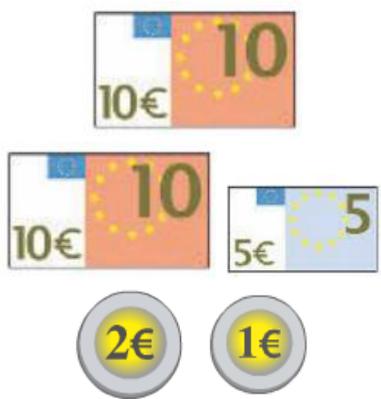
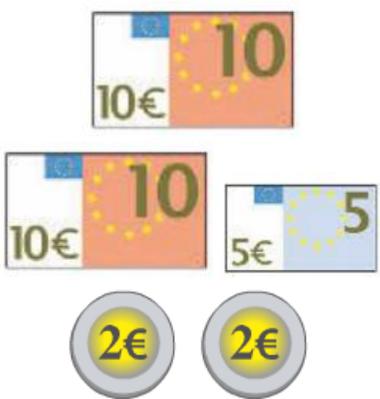
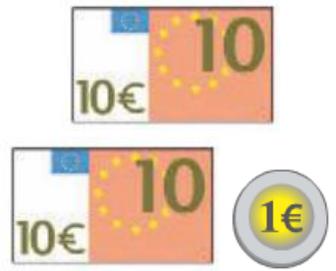
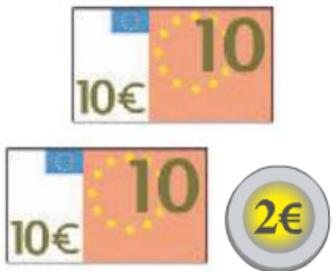
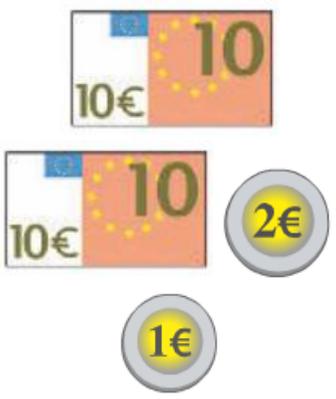
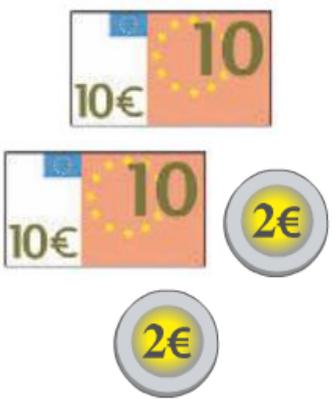
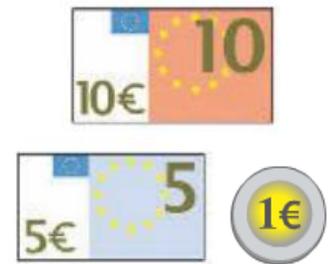
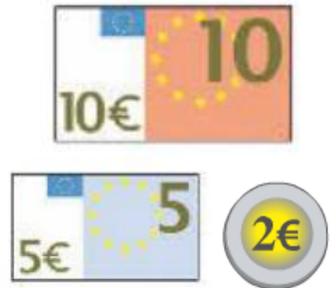
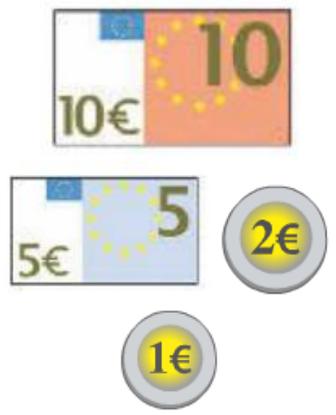
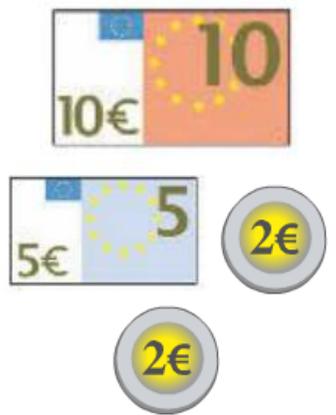
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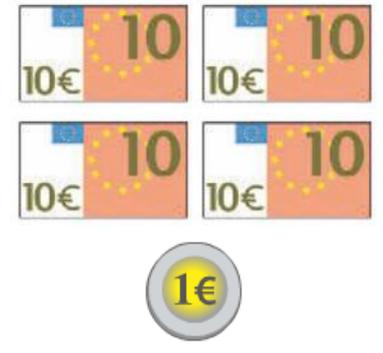
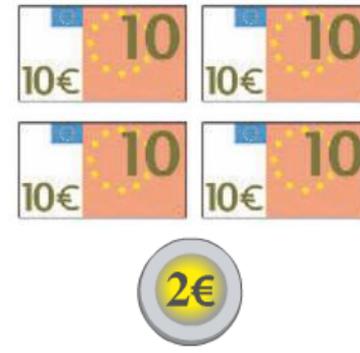
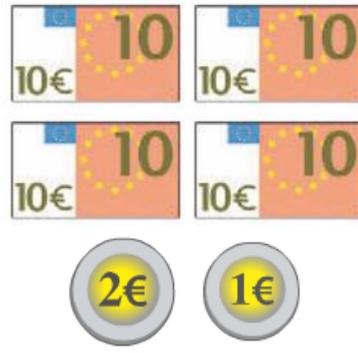
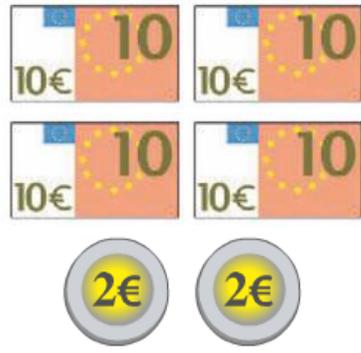
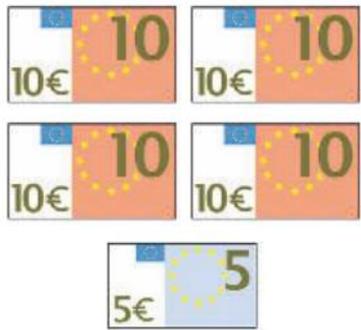
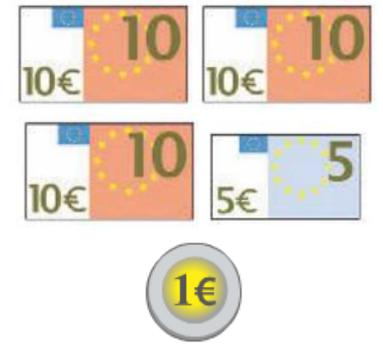
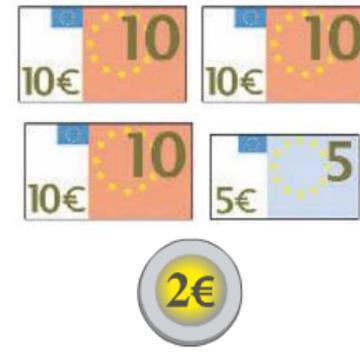
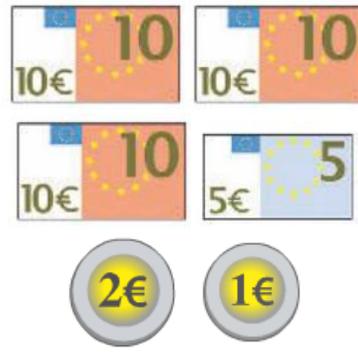
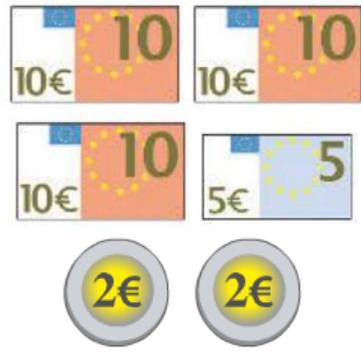
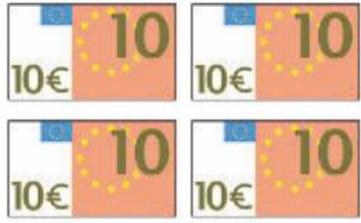
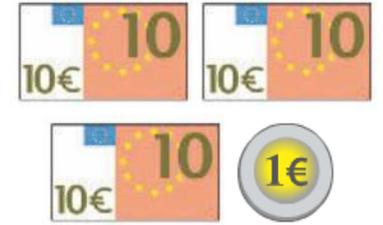
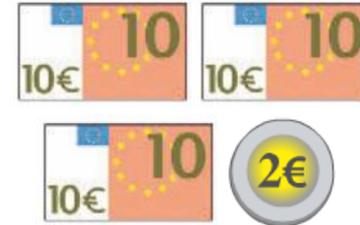
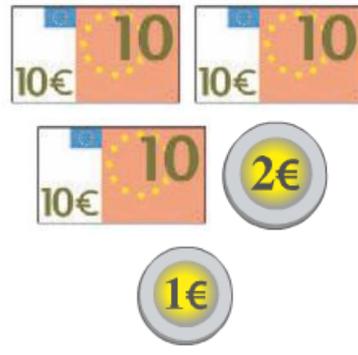
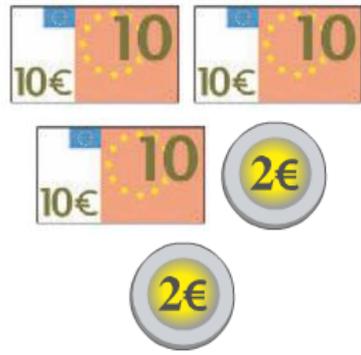
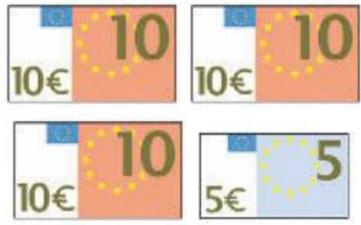
41 €

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# Achète un bateau

## Objectifs :

- ✓ Constituer des sommes de monnaie avec 10 €, 5 €, 2€ et 1€

## Règle du jeu :

Les élèves disposent d'un tas de cartes. Les joueurs piochent chacun leur tour une carte et constituent la somme demandée avec des pièces et des billets. Le chef de jeu vérifie sa réponse. Si elle est exacte, le joueur gagne un bateau. Le premier arrivé à 10 bateaux a gagné.

## Pour l'impression du jeu :

Imprimer toutes les cartes en recto verso.

## A quel moment faire ce jeu ?

A partir de la séquence 69 de Picbille.





